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NUS-NWAP-EUR

War Gods™



True 3D Fighting Environment!

INSTRUCTION BOOKLET

NINTENDO 64

WARNING : PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

ADVERTENCIA: POR FAVOR, LEE ATENTAMENTE LA INFORMACION AL CONSUMIDOR Y EL FOLLETO DE INSTRUCCIONES QUE ADJUNTAMOS CON ESTE PRODUCTO ANTES DE UTILIZAR TU CONSOLA, VIDEOJUEGO O ACCESORIO NINTENDO.

ATTENZIONE : LEGGI ATTENTAMENTE LE INFORMAZIONI PER L'UTENTE E LE PRECAUZIONI INCLUSE NELLA CONFEZIONE PRIMA DI USARE IL TUO SUPER NINTENDO ENTERTAINMENT SYSTEM™ LE CASSETTE O GLI ACCESSORI.



THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO PRODUCT.

QUESTO SIGILLO E' LA SUA GARANZIA CHE NINTENDO HA VALUTATO ED APPROVATO QUESTO PRODOTTO.
RICHIEDALO SEMPRE. ALL'ACQUISTO DI GIOCHI ED ACCESSORI PER ASSICURARE LA COMPLETA COMPATIBILITA CON IL SUO PRODOTTO NINTENDO.

ESTO SELLO ES SU SEGURO DE QUE NINTENDO HA APROBADO LA CALIDAD DE ESTE PRODUCTO. BUSQUE SIEMPRE ESTO SELLO CUANDO COMPRA VIDEOJUEGOS Y ACCESORIOS PARA ASEGURARLE UNA COMPLETA COMPATIBILIDAD CON SU PRODUCTO NINTENDO.

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Nintendo

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WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

- Turn the power **OFF** on your N64™.
- Insert the Game Pak into the slot on the N64™. Press firmly to lock the Game Pak in place.
- Turn the power switch **ON**. After the appearance of the title and legal screens, you may bypass at any time by pressing **START**.



The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the Control Deck power **ON**, do not move the **Control Stick** from its neutral position on the controller.



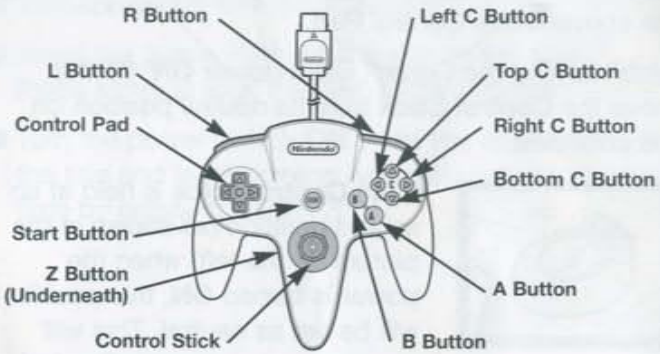
If the **Control Stick** is held at an angled position (as shown in the picture on the left) when the power is turned **ON**, this position will be set as neutral. This will cause games using the **Control Stick** to operate incorrectly.



To reset the neutral position once the game has started, let go of the **Control Stick** so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R Buttons**.

The **Control Stick** is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

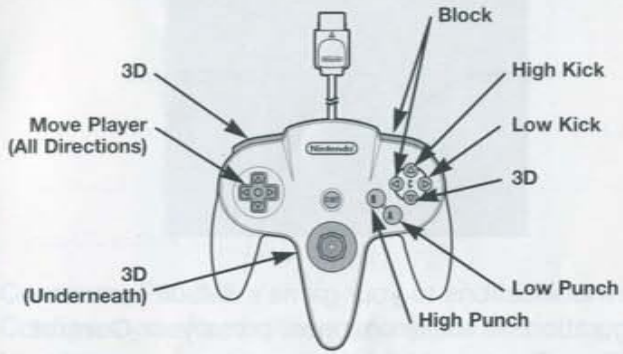
Before you begin your game, familiarize yourself with the Controller.



Menu Selections

- **Control Pad Up, Down, Left or Right** to highlight options
- Press the **A Button** to select options

Default Controls



Uppercut	D + HP
Leg Sweep	B + LK
Fierce Kick (Roundhouse)	B + HK
Throw	F + LP
Shove	BL, BL
Evasive Get UP	B + BL (While on the ground)
Get Up Attack	F + HP + LP (While getting up)
Run	F, [F]
Unblockable Pounce Attack	U + HP (While opponent is down)
3D Jump	[3D + BL], Up or Down
3D Walk	[3D], Up or Down
3D Slide	[3D], Up, Up or Down, Down

Move Index

B = Back
D = Down
F = Forward
U = Up
DB = Down, Back
DF = Down, Forward
UF = Up, Forward
UB = Up, Back

HP = High Punch
LP = Low Punch
BL = Block
HK = High Kick
LK = Low Kick
3D = 3D Button
[ ] = Hold Button(s)
\+ = and (hit at the same time)



Make modifications to your game's default options configuration. To make changes, press your **Control Pad Up** or **Down** to highlight the option you want to change, then press the **Control Pad Left** or **Right** to make changes. Here are the options:

Difficulty

Set the game's difficulty to meet your level of expertise. Select settings ranging from **Very Easy** (easiest) to **Very Hard** (most difficult).

Credits

The amount of Credits (Continues) you select determines how many times you can fight a rematch following your defeat. Select from **0** to **5** credits.

BGM Volume / SFX Volume

Mix the game's background music (BGM) and Sound Effects (SFX) volumes to the levels you want. Level amounts are displayed on the adjustment bars.



Configure Pad 1/2

Configure your controller any way you like. Here's how:

Press your **Control Pad Up** or **Down** to select the control you want to modify, then press **Control Pad Left** or **Right** to cycle through the available actions. When the action you want for that button appears, repeat the process to make more changes, or press **START** to accept the changes and return to the Game Options Menu.

Fatalities

Turn the game's Fatalities **ON** or **OFF**.

Exit

When you've finished making changes within the Game Options Menu, select **Exit** to accept the changes and return to the Start/Options Screen.



Press the **Control Pad Up**, **Down**, **Left** or **Right** to highlight one of the 10 selectable gods in the game. As you highlight characters, they appear to the left or right of the screen, depending on which controller you're using. When you've found the character you want, press the **A Button** to select.

After you've been defeated in the arena, this screen will appear again if you use a **Credit**. Repeat the above procedure to select any god and continue the fight.



The main game screen displays each combatants name and Damage Meters, and a Timer is located in between. Read the following information to familiarize yourself with each item on-screen:

Damage Meters - As the battle ensues, your green Damage Meter will diminish (turning red) as you take on damage. As your condition turns critical, a voice will prompt "Danger". This is the time to avoid your opponents punches and counter attack, or put away your opponent. When your meter is completely red, you're finished. Tie matches move to Sudden Death.

Win Marker - When you fight and win, a marker will appear, representing each win. The first player to achieve two markers wins the bout.

Combo Damage - God's can inflict heavy damage with multiple punch combos. When you land a nice combo, the damage percentage will briefly appear on-screen. It displays the amount of hits landed and the percentage of damage that was inflicted.



Ahau Kin

In a vision, AHAU KIN, an evil high priest, learned that untold power lay at the bottom of his tribe's sacrificial well.

One by one, he sent his slaves to their death, diving to reach the Ore.

Finally, overwhelmed with desire, he plunged to the well's depths and retrieved The Ore. Mad with power, he will conquer anyone who would take it from him.

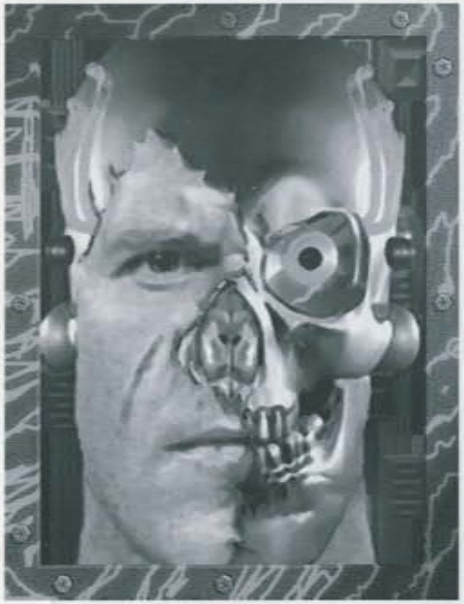


Anubis

While searching for lost treasure in the Valley of the Kings, a grave robber uncovered a hidden burial chamber.

The thief tried to steal its treasures, unaware that The Ore had been placed in the chamber to destroy anyone who entered.

His body was destroyed by The Ore, but his soul is cursed to return as ANUBIS.



Cy-5

The power of The Ore is timeless. In the year 2096, scientists will implant The Ore into CY-5, an advanced cyborg, unaware that the Ore has life-giving power.

CY-5 will kill the scientists. It will conclude that more Ore is needed for greater human consciousness.

CY-5 will fight in a ruthless, systematic manner to achieve its goal.



Kabuki Jo

A feared medieval samurai discovered The Ore on the eve of a great battle.

Overwhelmed by its power, he slaughtered his men in a rage of fire and fury.

Shamed by the destruction he had caused, he became KABUKI JO, an outcast determined to master the power that consumes him.



Maximus

MAXIMUS, a mighty gladiator, fought for the entertainment of his masters.

During a great festival that celebrated the Ore, he battled to determine which master would possess it.

He killed his opponent, but slaughtered his masters as well. He took The Ore and escaped.

Consumed by its power, he fights for all who have been enslaved.



Pagan

Ancient manuscripts revealed the location of The Ore to PAGAN, a mistress of the black arts.

She arrived at the ruins of a cathedral where the Ore was once worshipped. Pagan summoned forth the hidden Ore by reciting the manuscript's incantations.

The Ore increased her hunger for power and destruction. She will destroy anyone who stands in her way.



Tak

Thousands of years ago, a kingdom worshipped The Ore as a god.

A rival kingdom declared war to capture The Ore. In the face of defeat, the king hid The Ore in a stone idol.

The idol came to life as TAK, avenger of a lost civilization.



Voodoo

In a Caribbean village, a witch doctor enslaved his people with black magic and arcane spells.

One night in desperation, the villagers captured the witch doctor and burnt him to death. They threw his body into a forbidden swamp, unaware that it hid a deposit of The Ore.

The ore's energy brought his corpse back to life as VOODOO, god of the undead.



Vallah

VALLAH, a warrior princess, became separated from battle during a great ice storm.

Taking shelter in a nearby cave, she saw a glowing green light trapped inside a translucent wall of ice. Hacking away at the ice, her sword finally made contact with The Ore.

Vallah was transformed into a Viking goddess, and rules the realm of ice.



Warhead

Government officials were worried that an experiment to merge nuclear weapons with The Ore was in jeopardy. They sent their top operative to investigate.

When he arrived at the research center, the building exploded, covering his body with fragments of The Ore.

The soldier was transformed into WARHEAD, a super-human fighter.

TECHNICAL SUPPORT

Assistance Via World Wide Web:

Get up-to-the-minute technical information at the GT Interactive Software web site at http://www.gtinteractive.com. 24 hours a day, 7 days a week.

Technical Assistance

If you encounter technical problems you should write to the address below or call our Technical Helpline which operates between the hours of 9am and 6pm (Central European Time) Monday-Friday.

Telephone number: 01923 209145

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